OldUnreal (Engine)

forums, downloads, community, support and development for Unreal, UnrealTournament and other UnrealEngine 1/2 based games

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For direct access use https://forums.oldunreal.com

It's been quite a while since oldunreal had an overhaul, but we are moving to another server which require some updates and changes. The biggest change is the migration of our old reliable YaBB forum to phpBB. This system expects you to login with your username and old password known from YaBB.
If you experience any problems there is also the usual "password forgotten" function. **Don't forget to clear your browser cache!**
If you have any further concerns feel free to contact me: Smirftsch@oldunreal.com

[HP2] The Chamber of Secrets

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Smirftsch
Administrator

Posts: 8793
Joined: Wed Apr 29, 1998 10:00 pm

[HP2] The Chamber of Secrets
by **Smirftsch** » Thu Jul 16, 2015 6:42 am

Wikipedia:
https://en.wikipedia.org/wiki/Harry_Pot ... ideo_game)

https://tcrf.net/Harry_Potter_and_the_C ... Macintosh)

http://harrypotter.wikia.com/wiki/Harry ... ideo_game)

http://harrypotter.wikia.com/wiki/Harry ... _(PC,_Mac)

Developer:

KnowWonder

Engine version:
433 (Unicode)

Demo:
https://coding.hanfling.de/launch/mirro ... _beta3.exe

Notes:
Game source was partially stripped.

Last edited by **Smirftsch** on Sun Jan 29, 2017 11:00 pm, edited 1 time in total.

Sometimes you have to lose a fight to win the war.

User avatar

han
Global Moderator

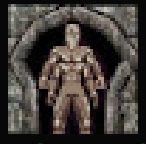
Posts: 686
Joined: Wed Dec 10, 2014 12:38 am

Re: The Chamber of Secrets (HP2)
by **han** » Thu Jul 16, 2015 2:10 pm

As Brother Bear is based on this game engine/code version and I have an UCC already for Brother Bear, I might be able to make an UCC (if not already included in the full version) for this game too. However I would need the full game to do so.

Last edited by **han** on Fri Jul 17, 2015 5:14 pm, edited 1 time in total.

HX on Mod DB. Revision on Steam. Löffels on Patreon.



BobIsUnreal
OldUnreal Member

Posts: 790
Joined: Mon Apr 12, 2010 12:34 am

Re: The Chamber of Secrets (HP2)
by **BobIsUnreal** » Thu Jul 16, 2015 3:35 pm

chamber or secrets does not include a ucc or a editor , i have it installed , but not 100 percent sure if it the retail or the demo.

Re: The Chamber of Secrets (HP2)
by **han** » Thu Jul 16, 2015 8:07 pm

User avatar

Does it at least include an Editor.u / Editor.dll?

han
Global Moderator

Posts: 686
Joined: Wed Dec 10, 2014 12:38 am

HX on Mod DB. Revision on Steam. Löffels on Patreon.

BobIsUnreal
OldUnreal Member

Posts: 790
Joined: Mon Apr 12, 2010 12:34 am

Re: The Chamber of Secrets (HP2)
by **BobIsUnreal** » Thu Jul 16, 2015 10:33 pm

yes it has editor.u and editor.dll ,
it also has this suspisius dsp file in the system folder

DATA HOSTED WITH ♥ BY PASTEBIN.COM - DOWNLOAD RAW - SEE ORIGINAL

```
1. # Microsoft Developer Studio Project File - Name="System" - Package Owner=<4>
2. # Microsoft Developer Studio Generated Build File, Format Version 6.00
3. # ** DO NOT EDIT **
4.
5. # TARGTYPE "Win32 (x86) Generic Project" 0x010a
6.
7. CFG=System - Win32 Debug
8. !MESSAGE This is not a valid makefile. To build this project using NMAKE,
9. !MESSAGE use the Export Makefile command and run
```

User avatar

Re: The Chamber of Secrets (HP2)
by **han** » Fri Jul 17, 2015 5:14 pm

The same Visual Studio project file is also included in Brother Bear.

han
Global Moderator

Posts: 686
Joined: Wed Dec 10, 2014 12:38 am

Last edited by **han** on Fri Jul 17, 2015 5:14 pm, edited 1 time in total.

HX on Mod DB. Revision on Steam. Löffels on Patreon.

User avatar

Turboman.
OldUnreal Member

Posts: 884
Joined: Tue Feb 04, 2003 6:40 pm

Re: The Chamber of Secrets (HP2)
by **Turboman.** » Fri Jul 17, 2015 8:57 pm

I know the basic game has no editor, but has anyone tried this?
http://harrypottereditor.net/Download
Unfortunately i don't have the game at the moment to try this out.

User avatar

han
Global Moderator

Posts: 686
Joined: Wed Dec 10, 2014 12:38 am

Re: The Chamber of Secrets (HP2)
by **han** » Fri Jul 17, 2015 9:19 pm

Interessting, when trying with the HP2 demo it wants an Unreal 227h installation too. Maybe I'll install 227h later and give it another try.

HX on Mod DB. Revision on Steam. Löffels on Patreon.

iLikeTheUDK
OldUnreal Member

Posts: 434
Joined: Mon Mar 21, 2011 12:46 pm

Re: The Chamber of Secrets (HP2)
by **iLikeTheUDK** » Thu Jul 23, 2015 11:37 am

How's it going?
BTW, there's an add-on for all HP games that enables mapping and modding for all of them, named (rather oddly) "Magic Walls", which can be downloaded from here: http://qbbase.com/
It's not the only HP modding tool available, but it's the only I know about the best. I don't know how to use the rest, as I've never used them, and I also don't know where to get them.

BobIsUnreal
OldUnreal Member

Posts: 790
Joined: Mon Apr 12, 2010 12:34 am

Re: The Chamber of Secrets (HP2)
by **BobIsUnreal** » Thu Jul 23, 2015 2:21 pm

i want todownload this , but theres no download there , some creative googling gets me a link on that site thats malware

iLikeTheUDK
OldUnreal Member

Posts: 434
Joined: Mon Mar 21, 2011 12:46 pm

Re: The Chamber of Secrets (HP2)
by **iLikeTheUDK** » Tue Jul 28, 2015 5:04 am

You can download this from here: http://hpued.pl.tl/

BobIsUnreal
OldUnreal Member

Posts: 790
Joined: Mon Apr 12, 2010 12:34 am

Re: The Chamber of Secrets (HP2)
by **BobIsUnreal** » Tue Jul 28, 2015 6:47 am

the link http://www.fileden.com/files/2012/7/24/ ... r.zip ; is dead because file den closed its doors.

iLikeTheUDK
OldUnreal Member

Posts: 434
Joined: Mon Mar 21, 2011 12:46 pm

Re: The Chamber of Secrets (HP2)
by **iLikeTheUDK** » Tue Jul 28, 2015 8:23 pm

How odd...

User avatar

UnWorld
OldUnreal Member

Posts: 2
Joined: Wed Oct 14, 2015 4:15 pm

Re: The Chamber of Secrets (HP2)
by **UnWorld** » Wed Oct 14, 2015 6:32 pm

The editor at http://harrypottereditor.net/ is quite a good one for modding Harry Potter games 1 to 3.

What is interesting though is the UCC. It is obviously not shipped with the retail version of the game but would be very useful for modding and building new packages. I managed to compile a ucc using UT public headers and UCC source code. But it fails to find entry point in core.dll for UT. Would be very cool to see a custom UCC that works in other UE1 non UT games.

Re: The Chamber of Secrets (HP2)

User avatar

han
Global Moderator

Posts: 686
Joined: Wed Dec 10, 2014 12:38 am

by **han** » Wed Oct 14, 2015 9:05 pm

Probably I could use the headers I made for building UCC for Disneys Brother Bear as a base for a native UCC for HP1/2 as they clearly continued to use their version they did for HP1/HP2 for it.

However, I do not own HP1/HP2. So if someone donates me a copy, I would give it a try.

HX on Mod DB. Revision on Steam. Löffels on Patreon.

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